

Hyper

technical



Instruction Manual

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Welcome to

PYROTECHNICA





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The Scene

The year is 2112.

Inter planetary research shows information capsules buried deep within the hearts of ancient stars.

Knowledge that long dead civilisations left behind light years ago.

And data retrieval is big business.

The Terran Hardlight Corporation pay Runners billions of Creds to excavate star cores.

There is just one problem.

Adherents. Hostile alien cyborgs that are programmed to defend this knowledge. At all costs. Without mercy.....



The Story so far...

Daniel Drager stood and stared out of the floor to ceiling window that looked out over the city of Korda. It was only ten o'clock in the morning, but the city was still shrouded in darkness. Although the wars had ended over five years ago the fires still raged in the Zenium refineries out at the Boundaries. Aided by the powerful winds created by fallout in the Northern regions, a dense, choking black smoke filtered out most of the natural light and Korda spent a lot of its time choking. Street corner preachers shouted that Hell's doors had blown open but they were mainly veterans and were tolerated for that reason alone. The only light that penetrated the fog came from laser projections creating holograms in the sky. Logos and straplines mingled in the swirling smog.....

Don't you just love being out of control!

**There's nothing quite like....
Another rain forest!**

Hackers had long ago discovered that the best way to get their protest across was in sabotaging large corporations advertising campaigns. It had started in the 1990's with a spray can and as advertising methods had developed, the protesters kept ahead of the change.

As these lights swept back and forth, Daniel could just make out Zenon Tower, the headquarters of Zenon Infomail. Since Zenon were his company's main competitors, he often spent time staring out at the building, trying to think up ways of out doing them. But if the truth was told, Zenon were slicker and quicker than the Terran Hardlight Corporation. Whenever a new star was discovered it always seemed to be Zenon who shipped out the Runner excavation teams first. How did they know? **Who tipped them off?**

Dragers' thoughts were interrupted by an image and voice on his Videoview. It was Sorbie, a short guy in glasses with lenses so thick that they made his eyes bulge like a bullfrog. Drager was always unnerved by this aspect of his assistant's appearance.

"May I come in Mr.Drager. We have just received a communication on the Vidimessenger. I think it is important you see it."

"Come," Drager replied wearily. Surely, he thought, nothing else could go wrong now. The Redstar expedition was on its way to completion and the Terran Hardlight Corporation had not lost a large data download since the Abraxan incident. And that was over two years ago. But if



experience had taught Daniel Drager one thing, it was to be prepared for the worst. Especially in this business. And Daniel prided himself on his ability. He placed his hand over a heat sensitive pad on his desk. Almost simultaneously the large panelled door to his office swung open and the squat figure of Sorbie walked in, clutching a disk in his fingers that sweated like sausages under a grill.

With a hesitant look at his boss, Sorbie waited for approval before slipping the disk into a drive on Drager's desk. Immediately the room rang out to the sound of combat, as the screen filled with the crossfire of lasers, the cries of men falling injured and the crackle of alien voices. A man's face loomed up out of the dark, his features strained, exhausted. It was Leon Goeldring, team leader of the Redstar Archeos. Dispatched to the massive Redstar the previous month, his team was the Terran Hardlight Corporations latest and most costly investment. Huge swathes of data had been discovered by probes around Redstar, but this was over a year ago now and Drager had spent the ensuing eleven months negotiating clearance for the operation. It could not fail now. Leon shouted, his voice straining and barely audible above the noise....

- This is Leon Goeldring, team leader of the Archeos. The time is 20.30 hours on Thursday 22nd July. Our position is Cavern 1 in the Redstar complex.

*We are currently under fire from Adherent missile installations. The situation is one of stalemate. While we have enough ammunition to defend our position, the Adherents have us pinned down. **We're not going anywhere. Request immediate rescue."***

The image flickered on the screen then vanished. Sorbie looked at his boss. Drager let out a stream of air from between pursed lips.....

"Put out an immediate request for NetRunners onto the Forum. Get the cheapest you can find. We can't afford to lose any more money on this shambles." Sorbie nodded and made to leave the room. "Oh and Sorbie," like a startled rabbit the short man froze, then turned to face Drager, "make sure that you vet them thoroughly this time. I don't want any more psychowaste involved in rescue operations run by this company. The Abraxan episode cost us dearly. I don't ever want to have to experience such an embarrassment again."

Sorbie stood rooted to the spot. Several beads of perspiration launched themselves on unique trails of discovery down his flabby face. It always affected him that way when someone mentioned the Abraxan incident. How was he to have known that Ergon Stread, the Netrunner he hired to carry out a simple operation on Zolan, was going to turn out to be a roller on a meltdown mission. It was incredibly simple

to get duplicated documents these days and he simply hadn't had time to run all the necessary security checks, including a full Mediscan". Sorbie knew that the deaths of twenty-five runners would be on his conscience until the day he died and he hated it when Drager mentioned his error. He knew he was the laughing stock of the company, Drager made out as if the deaths mattered to him but Sorbie knew otherwise. **All that mattered to Drager and the Corporation was hard data. If people had to die to get it, and they often did, then so be it. It was one of the unwritten rules of the data retrieval business.**

Struggling to keep his thoughts to himself, Sorbie murmured something under his breath and left the room. After the long trudge down the corridor back to his office, he settled himself and dictated the Netrunner request onto the Forum. The message flashed up on his console screen. In a few seconds dozens of Netrunners would be reading it...

FORUM MESSAGE

237497539

TIME: 22:30 HOURS THURSDAY 22ND JULY

FROM: THE TERRAN HARDLIGHT CORPORATION

TO: ALL NETRUNNER PERSONNEL IMMEDIATE
REQUEST FOR NETRUNNERS.

THE ARCHEOS RUNNING TEAM ARE
TRAPPED INSIDE THE REDSTAR, PART OF
THE THELEMIUM SYSTEM, PINNED DOWN BY
ADHERENT FIRE.

THE REQUEST ONE NETRUNNER FOR
SEARCH AND RESCUE MISSION. OWN CRAFT
ESSENTIAL. BONUSES PAID ON
SUCCESSFUL COMPLETION. ALL QUOTES TO
THE TERRAN HARD LIGHT CORPORATION.

DEADLINE: 22:30 HOURS THURSDAY 22ND JULY

Who would be able to **accept** such a **mission...?**

Pyrodactyl Mission Briefings

Outline Brief

Section One: Starting Up

To load and run Pyrotechnica on your PC, follow these simple instructions.

1. Turn on your machine and wait for it to boot up.
2. At the C> prompt, insert the PYROTECHNICA Install disk into floppy drive (i.e. drive A: or drive B: etc.).
3. Type A: (or B:) and press Return
4. At the A> prompt, type INSTALL PYRO and press Return
5. Follow the on - screen instructions.

To load and run Pyrotechnica on your PC -CD, follow these simple instructions.

1. Change your current drive to be the drive containing the CD ROM. For example, if your CD is in drive D, enter D: and press Return
2. Enter INSTALL PYRO and press Return.
3. Follow the on - screen instructions.

TO RUN THE GAME AFTER INSTALLATION

1. At the C> prompt, change to your Pyrotechnica subdirectory. (e.g., type CD PYRO and press Return)

2. Type PYRO and press Return to run the game

Outline Brief

Section Two: Mission Objectives

You must pilot your Pyrodactyl through the corridors and chambers of the Red Star following this general mission brief.

1. Find a route through the defences that the Adherents have set up within the Red Star
2. Search for, and rescue all trapped wingmen which will activate their auto defence mechanism
3. To destroy as many enemy craft and defence installations as possible in order to weaken the Adherents power
4. Score as many points as possible and lead the high score table.



Outline Brief

Section Three: Pyrodactyl Controls

You can control your craft using the keyboard or joystick. Your method of control is chosen from the Options screen (see Pyrodactyl configuration, below). Whichever control method you prefer, the primary controls remain the same and are very simple: a movement control plus several others

- *Movement Control (joystick or cursor keys). Move left, right, up and down to point the craft in the direction you wish to travel.*
- *Fire (joystick button 1, or space). Fires your Primary Weapon.*
- *Primary Weapon Selection*
 - *Keys*
 - F1 *Radar Homing Missiles*
 - F2 *Infra Red Missiles*
 - F3 *Rockets*
 - F4 *Grenades*
 - *Fire (joystick button 2, or S). Fires your Secondary Weapon.*
- *Secondary Weapon Selection*
 - *Keys*
 - F5 *Light Laser*
 - F6 *Cannon*
 - F7 *Heavy Laser*
 - F8 *Mines*

▪ *Further Controls*

- *Speed* *Keys 1 to 9.*
0 stops the craft.
- *W* *Weapon view.*
- *E* *Toggles between external and internal view*
- *R* *Rotate to reverse view, operates whilst held down and in both internal and external views.*
- *P* *Pause game, press P again to restart.*
- *F* *Release Flares.*
- *C* *Release Chaff.*
- *B* *Slow craft (brakes) and move craft backwards.*
- *M* *Freeze game and display level map. You will be shown two views. Top down view lets you see the network from above. East West view lets you see it from the side. The lighter sections are nearer to you and the darker sections are farthest away.*



- **End** Interrupt game and display in game menu
- **Esc** Launches escape pod
- **H** High Score Table

Outline Brief

Section Four: Pyrodactyl Configuration

Once loaded, the game will begin with an intro sequence which can be skipped by pressing Return. Following this is the title page which again can be skipped by pressing Return. This will take you to the Main menu screen.

Before your missions start, you may configure your Pyrodactyl to suit your personal requirements. Use a joystick, cursor keys or a mouse to move the highlighting effect and press fire, Return or a mouse button to select or toggle an option. (N.B. The game will automatically be configured for use with a keyboard unless you change it for use with a joystick. Although there is a joystick option, we strongly recommend that you control your Pyrodactyl using the keyboard controls.)

To configure your Pyrodactyl, simply select Options from the Main Menu. You can then alter a wide range of in - game settings, as follows.

Detail

The level of graphics detail can be graded by using the cursor keys or joystick to move up and down the scale.

N.B. Pyrotechnica will run faster with less detail selected.

Music Volume

Use cursor keys, joystick or mouse to move up and down the scale

Sound Effects Volume

Use cursor keys, joystick or mouse to move up and down the scale

Controls

Toggle through these options until your chosen control method is highlighted

Calibrate Joystick

This allows you to set up the trimmers on your joystick

Return

Takes you back to the Main Menu

When you have re - configured the game to your satisfaction, select Return. This will take you back to the main menu. Select the One or Two Player option and you will be presented with another menu, which will allow you to change the level of difficulty or to load an earlier game. Choose the level of difficulty you prefer using the same method as before. Select Easy and you will start the game on Level One, Hard and it will begin



on Level Three. The higher the difficulty, the more Adherents you will have to face. When you have made your choices you will then be shown a map display of the level about to be played. It allows you to see where your wingmen are trapped and the level entrance and exits. Following this display the game will start automatically and you are on your own.....

If you want to change anything during gameplay hit the end key. You will then be shown the Play Interrupted Menu. This will allow you to make the following changes.

Save

Select this and save your current game.

Options

The same as before.

Recalibrate Joystick

This allows you to readjust your joystick trimmers.

Abandon Game

This will take you back to the main menu

Continue Game

This will allow you to pick up where you left off.

Two Player Game

Select the two player option and pit your wits against a friend. Take alternate turns over 3 rounds. Each round will begin on the

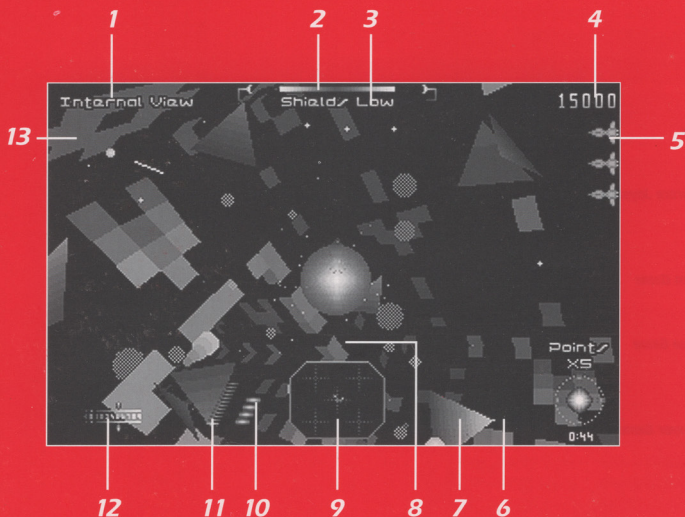
next level from the last one, and each turn lasts 3 minutes or until your craft is destroyed. An on-screen timer will let you know how long you have left, and the winner is the Net Runner who amasses the highest score.



Mission Profile

Brief One: Pyrodactyl Information Console

On the Information console there are several features which will allow you to make full use of your craft's capabilities and access all necessary game information.



1. Current View

Shows the view that you have selected:

Weapons View

Choose this if you want to follow a particular weapon as it homes in on its target

Map View

Shows you where Adherents and Wingmen are. Try not to confuse them.

Internal View

Witness the action from inside the cockpit.

External View

See your craft in all its glory.

2. Shields Status

This provides up to the minute information showing the level of protection your craft has left. All Impacts, weapons strikes and collisions will reduce your shield strength.

3. Shield Warnings

If you continue to get hit by enemy fire these three visual warnings will show the damage levels sustained by your craft. These are as follows...

Engine Damaged

When your engine is damaged your craft will fly at half speed.

Weapons Failure

When your weapons are damaged you can only use secondary weapons...

After your craft has sustained these levels of damage, you have one last chance to save yourself. A 5 second on-screen countdown will begin, accompanied by an audible alert message. Hit the escape key before the end of this time and you will be launched in the escape pod...Fall and your craft will crash and burn...

Escape Pod

When you are in the escape pod your craft can only use secondary weapons. Primary weapons, counter measures and power ups are all rendered useless.

4. Score

How many points you have scored. Score points by destroying enemy ships, releasing wingmen, activating power ups, reaching end of level and taking on the bonus level.

5. Lives left

Start with three and work your way down. All lives end in the Escape Pod. Remember, when you are in the escape pod, you have no access to either primary weapons or defensive measures.

6. Chaff status

Whichever direction you are moving in, chaff will always be dropped behind the craft

7. Flares status

Nothing to do with the condition of your trousers, flares can only be fired in front of the craft. Useful against infra red missiles, useless against radar homing missiles

8. Incoming warnings

Lets you know when enemy fire is approaching

9. Radar display

Displays you and your wingmen as red marks and the enemy as yellow marks. However it is a 2D display, so an enemy who appears close on the radar may well be some distance above or below you.

10. Secondary weapons status

Shows which secondary weapon you have selected and how much firepower you have left for that particular weapon.

11. Primary weapons status

Shows which primary weapon you have selected and how much firepower you have left for that particular weapon. When you have chosen to use missiles, you must wait until all the lights are lit on the indicator before you can fire.

12. Thrust

The higher the number the faster you are going. The green light to the left of the thrust indicator shows when your Pyrodactyl has stopped. The blue light will be lit when you are moving backwards.

13. Wingmen

Shows how many wingmen you have activated. Each wingman has his own character and will behave accordingly.

Mission Profile

Brief Two: Strategy

Primary Strategy

Your primary tactic must be to rescue your comrades. Remember that they will repay you for their freedom by flying ahead of your Pyrodactyl and blasting Adherent Installations. You can then follow behind protecting them from rear attack. Don't forget that the Terran Hardlight Corporation are monitoring your progress. Complete your contract successfully and they will pay large bonuses in the form of extra lives. You will earn one extra life for every million points scored.

Secondary Strategy

As an experienced Net Runner you will know that actually flying your craft is only the start. Skilful navigation is essential and the Red Stars complex network of corridors and chambers will require you to use the maps provided. Sometimes you may become disorientated in one of the chambers. Slow your craft down to a standstill and the ships guidance system will automatically



right itself. Reconnaissance suggests you use the coloured tiles which cover the corridor walls as a guide. The patterns show the position of doors and sometimes North and South. Use them to find your way out of the mazes that you will inevitably find yourself in.

It may well be that attack is the best form of defence but you should make use of the Pyrodactyl defence system. Use chaff and flares to deflect enemy missiles. Choose your weapons wisely. Select weapons to suit the type and position of target i.e. grenades will bounce around corners. Finally, watch the radar for rear attacks, the large yellow blips indicate moving enemy. Get some wingmen and let them launch forward attacks while you protect them against rear attack.

Mission Profile

Brief Three: Use of Weapons

Every second counts in the Redstar. Learn to use your weapons quickly and effectively or pay the price. Remember that missiles can only be used when they are fully charged and the on screen display is fully lit. All other weapons can be used as and when you choose (see MISSION

PROFILE: Brief One Pyrodactyl Information Console). Flying through red power ups will

increase your fire rate. Finally, rescue as many wingmen as possible. They will prove invaluable against Adherent weapons installations.

Your Pyrodactyl is fitted with the latest HUD targeting system which operates in the centre of the screen. When an enemy ship comes into view you will know when your sights are locked on to it because a small crosshair sight will appear around the target. Watch the screen for special messages but be warned, the auto lock system will only work with Radar Homing missiles.

Primary weapons

Radar Homing Missiles

Use against all enemies

Infra Red Missiles

Very effective against orbital fighters

Rockets

Use these for close quarters dogfights or when you need strafing firepower

Grenades

Launch grenade attacks when enemies are lurking around corners

Secondary Weapons

Light Laser

This packs a fairly powerful punch but use it wisely, recharge time is slow.



Cannon

The cannon will not cause much damage but it will recharge quickly.

Heavy Laser

The daddy of your armoury, the heavy laser is a lethal weapon with a potent sting. Slowest of all to recharge, use it only in times of absolute necessity.

Bombs

Useful against static enemies, these are dropped from beneath the ship and fall to the bottom of the chamber.

A blue HUD marking indicates where the bombs should hit.

Counter Measures

Chaff

Whichever direction you are moving in, chaff will always be dropped behind the craft. Use as a counter to enemy missiles.

Flares

Fired from the Pyrodactyl wingtips, flares are particularly useful against infra red missiles.

Power Ups

Learn to fly through these to increase your skills and capabilities.

Pick up 2,500 points as you fly through, plus the following bonuses...

Green Portal

Increases shield strength by five times and craft given emergency re-fit. (i.e. if your Pyrodactyl has just lost its secondary weapons, these will be replaced)

Blue Portal

Score x5 for the length of the power up.

Red Portal

Gives you five times the normal weapons fire and recharge rate for the duration of the power up.

The power ups must be entered from the concave side to take effect. It is important to note that they can only be activated once and that the effect is subject to a time limit of 60 seconds.

Wingmen

15,000 points. Wingmen are freed by destroying the Adherent generator that holds them captive. Up to four can be active at any one time. And you can carry two of them through to any new levels. But be careful, any stray shots from your weapons can kill...



Mission Profile

Brief Four: Adherent Enemies

All of these enemy are worth different scores. The easier they are to kill, the lower their worth.

Cannon Nests 250 points
Coloured red and grey these are large installations. Wingman feedback suggests that as they are slow to turn it is prudent to keep moving and hit the nest on the turn.

Light Laser Domes 500 points
Coloured green these are usually situated in ceilings.

Rocket Creepers 750 points
Coloured red and yellow these spin through 360 degrees while constantly launching rockets.

Rocket Launcher 1000 points
Coloured red and grey, these are similar to cannon nests except that they are capable of firing rockets and are very deadly.

Heavy Laser Pods 1000 points
Coloured red these are very nasty and must be treated with caution.

Infra Red Missile Pods 1000 points
Coloured red and grey, it is suggested that

you attack these straight on using flares and radar homing missiles. Be careful though, take a hit off one of these and you're well on the way to getting wasted.

Radar Homing Missile Pods 1000 points
Coloured blue and grey it is advised that you attack them in a swoop. Discharge your weapons at the target and move away, releasing chaff as you go.

Warning: *Take a hit off one of these and your attack will be seriously blunted.*

Green Spiders 1250 points
Three legged and dangerous, these fire low powered lasers.

Red Spiders 2000 points
Three legged and very dangerous, these fire high powered lasers.

N.B. - *Both red and green spiders are very difficult to destroy due to their random scuttling movements. Use grenades against them or if you are highly skilled then bombs will do the job.*

Laser Roamers 1500 points
These mobile pests will approach and fire green laser. Warning: Do not use Infra red missiles against them because they will use flares and you will be wasting your weapons.



Infra Red Creepers

2500 points

Identified by their yellow eyes these fly straight at you before slowing as they near their victim. Face them and use flares before launching radar homing missiles to wipe them out.

Radar Homing Fliers

5000 points

Identified by their blue eyes, these are often found in orbit around a feature of the game that may be useful to you, i.e. Trapped Wingmen or level exits. They are very hard to kill. Use chaff to protect yourself while launching infra red missiles. The longer flight range will allow you to keep your distance.

Mine Layers

10000 points

Though these Mine Layers appear harmless enough, they can play havoc with wingmen. Attack them from behind and above and stay away from the mines!

Green Spider Carriers

10000 points

Three legged flies with green translucent wings these spawn dozens of green spiders. Although they have heavy armour they do not have much in the way of firepower. Try and destroy them before they release their deadly cargo and you find yourself surrounded!

Red Spider Carriers

10000 points

Three legged flies with red translucent wings these spawn dozens of red spiders. Although they have heavy armour they do

not have much in the way of firepower. Try and destroy them before they release their deadly cargo and you find yourself surrounded!

End of Level Power Generators

25000 points

To cover the exits at the end of each level the Adherents have set up a sophisticated force field. Attempting to fly through this will end in certain death. You must destroy the power generator which creates this field before you can enter the exit corridor. The generator may be situated some distance away from the exit and will certainly be heavily defended.

Bonus Level

Once you have successfully negotiated the Adherent end of level force field you will find yourself in the exit corridor. Pick up 50,000 points for flying in, and another 50,000 for successfully completing the level. Fly along the corridor shooting the balloons (multiples of 100 points) as you go in order to rack up bonus points. But be warned, although bursting balloons may seem harmless enough it could be your ship that goes bang...



Credits

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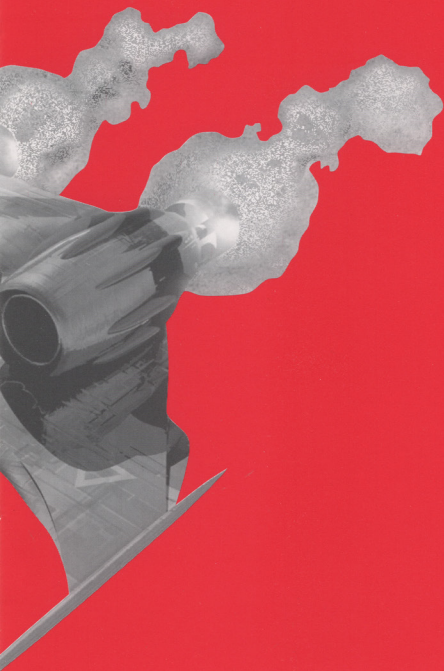
Ian "Brother" Ruddock

and any one else who felt they deserved a
mention but who we felt didn't.



GAME





OVER...







EPILEPSY WARNING

PLEASE READ BEFORE USING ANY VIDEO GAME OR ALLOWING YOUR CHILDREN TO USE IT

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions IMMEDIATELY discontinue use and consult your physician before resuming play.

PLEASE TAKE THE FOLLOWING PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself when linking the cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

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Controls

- *Movement Control (joystick or cursor keys). Move left, right, up and down to point the craft in the direction you wish to travel.*
- *Fire (joystick button 1, or space). Fires your Primary Weapon.*
- *Primary Weapon Selection*
 - Keys*
 - F1 Radar Homing Missiles*
 - F2 Infra Red Missiles*
 - F3 Rockets*
 - F4 Grenades*
 - *Fire (joystick button 2, or S). Fires your Secondary Weapon.*
 - *Secondary Weapon Selection*
 - Keys*
 - F5 Light Laser*
 - F6 Cannon*
 - F7 Heavy Laser*
 - F8 Mines*
 - *Keys 1-9 Speed, 0 stops the craft*
- *W Weapon view.*
- *E Toggles between External and Internal view*
- *R Rotate to reverse view, operates whilst held down and in both Internal and external views.*
- *P Pause game, press P again to restart.*
- *F Release Flares.*
- *C Release Chaff.*
- *B Slow craft (Brakes) and move craft Backwards.*
- *M Freeze game and display level Map.*
- *End Interrupt game and display in game menu*
- *Esc Launches Escape pod*
- *H High Score Table*